

Computer GAMESWEEK

Only 60p

28 September-4 October 1988 Volume 1 No. 6

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LIVE AND LET
DIE

LIVE AND LET DIE

Bond is back

Show report - part 2

EXCLUSIVES

Fusion
Battle Island
Veteran
Laser Squad
Joe Blade II
Battle Chess

1



2



3



THIS WEEK'S
TOP 3

Plus...

STOS, RAC Rally, Lancelot
previews, hints and
pokes, charts

NEW!

ARE YOU READY FOR



From program routines developed by Paul Woakes, newcomer Gary Walton has crammed code and graphics to build the massive play area of Battle Island. Over 350 full screens, accessible with fine multi-directional scrolling, are memory-resident in this graphics extravaganza from Novagen.

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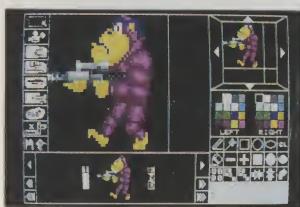
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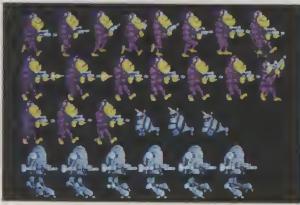
The Game Creator



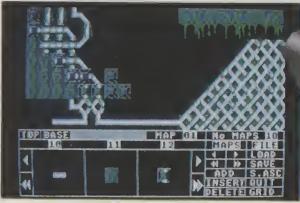
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- Create pull-down menus with just one command • Change modes from within a program
- Overlay up to 13 windows
- Compact Neochrome or Degas screens – or even sections of screens • Zoom and reduce pictures to produce incredible effects

6 News

Son of show report time, as Billy 'no way' MacInnes delivers a very personal account of his experience at the Personal Computer Show.

14 Up Periscope

Colossus Chess X, Lancelot and Lombard/RAC Rally are the three programs that we netted this week.

17 HQ

General Lee returns after an encounter with the Australian army, otherwise known as SSG.

20 Ground Zero

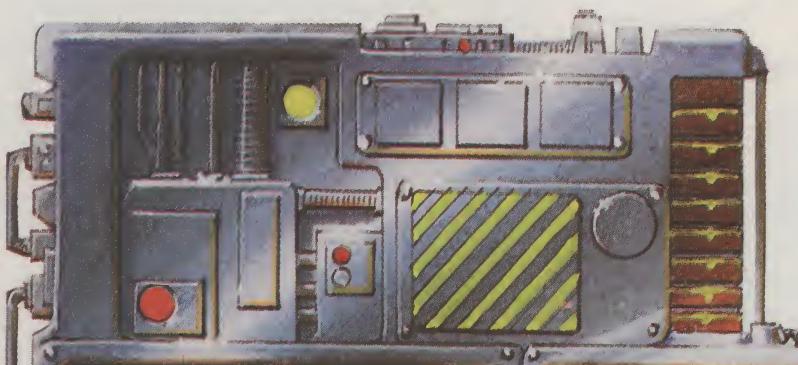
Armageddon time. Boom!

20 Fusion

David 'where's my money' Bishop gets acquainted with a Bullfrog. Or something like that on his Amiga.

20 Battle Island

Just in case you were getting bored waiting for Damocles to arrive, Novagen has slipped out a four way scrolling Gauntlet with guns effort.



Editor Duncan Evans
Managing Editor Brendon G...
Staff Writer Billy MacInnes
Editorial Assistant Richard N...

Production Editor Simon Pipe
Art Editor Chris Winch

Advertisement Manager Daniel Healy
Advertisement Executive Ian Turner

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Well, it's all over. The event of the year in computerland, five days of sheer hell for the Gamesweek team, the Personal Computer Show came and went.

Although there was the usual grumbles about products being announced, hyped, advertised, but not actually for sale, I found that this year, if you looked closely enough there were a number of new games to be picked up.

All the hype and glitz was there for sure, and despite a number of absences, I found PC Show 88 was better than last year.

My thanks go to everyone who visited the Gamesweek stand, and especially to those who had kind comments to make. To the one or two jerks who didn't like the mag - up yours.

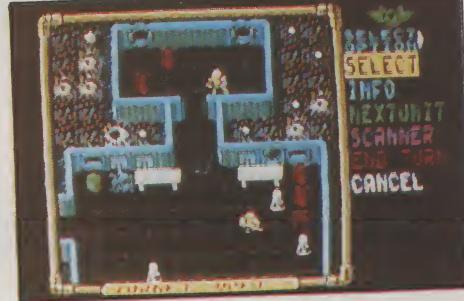
With the postal strike now over for most of the country, there's no excuse not to send in hints & maps to C.I.A. and letters to the Letters page.

Regarding the Katakis competition that we ran in the first issue, well, the game has officially been withdrawn by GO! But fear not, the Amiga is still up for grabs, and instead of Katakis, GO! has generously offered runners up prizes of the Amiga version of Sidearms instead.

Duncan Evans

23 Laser Squad

Your chance to be a member of a crack laser squad. Tactical stuff as you travel to small planets and shoot people before yelling, "Stop!"



24 Live and Let Die

Bond is back, but it's taken a long time as Elite and Domark combine to produce a jolly game based on the 1973 film. Rather more Overlander on water than anything Bondish, but it's impressively done.

26 Veteran

Well it looked just a teeny bit like Operation Wolf to us, but newcomer Software Horizons is sticking to its guns.

28 STOS - The Game Creator

Your chance to write Starglider 2 in a new variation of Basic? Probably not, but Andrew Marshall gets excited about the possibilities for anyone with a little imagination.

31 Battle Chess

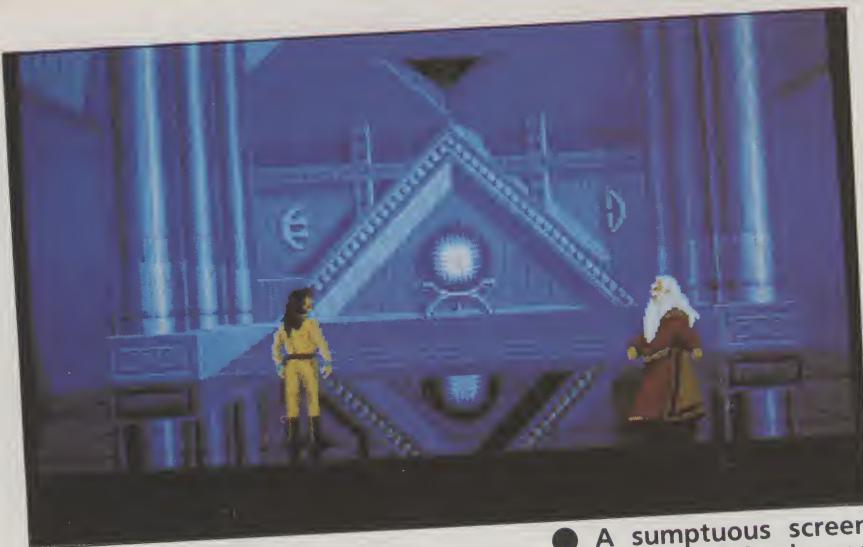
Chopping the arms off pawns is hardly cricket, and to most people's minds it isn't chess either. However, CA set out to prove that you can mix deep thought with gratuitous violence.

32 Blade Warrior

Our man in the launderette is not impressed with this latest Codemasters release.

32 Joe Blade II

Joe Blade returns to clean up the streets. And he isn't using a dustcart.



● A sumptuous screen shot from Kristal, see page 6

25 Competition

Win a copy of every James Bond film now available on video, and as many posters as you can eat.

34 Adventure Bridge

What's Tony 'pixie suit' Bridge been up to this week. Pull up a toadstool and turn to page 34 to find out.

40 Gamescan

Charts, charts and three other charts. All from the people who do the charts, Gallup.

43 C.I.A.

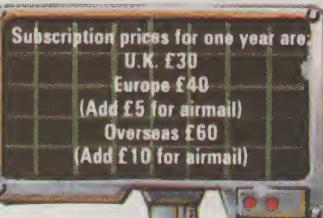
Infinite lives and petrol for Roadblasters, a tip for Gauntlet II, part one of a map for Bionic Commando, and a very small hint for Street Fighter. What more do you want?

44 Eating Arizona

Up, up and away to Farnborough with David Cobley. All the inside dirt that didn't appear on your TV screens.

46 Letters

Win a small South Sea island! Alright, it's really the letters page.



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Publisher Trish Phillips
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LEADER

Welcome to the second part of our great show report. Okay, if this is Friday, it must be Timbucktoo, mustn't it? No, that was last week and a totally different story, for which there is neither time nor space here. So, where am I? Ten pounds to the first person that can guess my position correctly.

Well done and congratulations to Mr. Billy MacInnes! That's right, I'm sitting in front of my computer bashing out this show report. No, but seriously folks, without further ado (get on with it! - Ed.), let's transport ourselves to the magical realm of Earl's Court.

The first thing I see is a man sitting on a pole, playing with a computer. Luckily for him, it isn't raining and there are no low flying aircraft about. I feel sorry for the poor bloke, but I can't find an axe anywhere, so I guess he'll have to stay up there.

I make my way into the cacophonous inferno of the games hall, where many temptations assail my weakening spirit. Within ten minutes I have developed a headache and am beginning to suffer from a



● The Kristal, from Prism. A sight for sore eyes!

At the Euromax stand, the company was exhibiting its range of joysticks, which includes the Elite, Professional, the Joystar, IBM Joy-

"I am transfixed by the quality of the Graphics"

stick and Joyboard. The Joyboard is a weird and wonderful looking



● Crossing blades in The Kristal, the best sword fight simulation available

particularly malicious form of sensory deprivation. I head for the bar.

Fortified in spirit (good stuff too!) I wend and weave my way to the Prism stand. Here are wonders indeed. On the upper level of a double-decker bus, I watch, amazed, a very rough early demo of The Kristal. I am transfixed by the quality of the graphics. This is definitely going to be a game to savour. Complex gameplay, stunning graphics, nice sound, and a sense of humour, what more could you wish for? Watch out for the review in the coming months.

creation, with buttons and knobs which give you Speed Control, Paddles, Autofire and other delights.

Lurching along, I encounter the Logotron stand. A crowd of happy, smiling people are gathered around some machines playing Star Ray, Star Goose and Quadrailen. Unfortunately, I am too busy to stop and play myself. Besides, the players all look much better than I am.

I walk onwards, dodging eager games-playing 50 year old businessmen. Striding authoritatively on my way, I turn left, then right, then left again. Yes people, I'm lost. Help is at

hand. The Martech stand looms up out of the mist (mist? - Ed.)

Martech has brought several of its games to the show this year. Among them are the 16 bit version of Nigel Mansell's Grand Prix, Rex on the Spectrum, Shoot Out (a sort of cowboy type game), Circus, Hell-



● Turbo Trax from Microdeal. Looks like my beloved Scalextrix set to me

fire and Phantom Fighter. Hellfire is an arcade simulation, of a Supercobra attack helicopter, complete with cannons and missiles.

Meanwhile, over at the Level 9 stand, an uppity woman is causing

"Yes, Ingrid, the star of Gnome Ranger, is back"

NEWS

Gamesweek on the street

"Clues to a nationwide treasure hunt"

severe trauma for innocent passers-by (if there is such a thing at the PC Show). I refer, of course, to that demure young lady of class and social distinction, Ingrid Bottomlow. Yes, Ingrid, the star of *Gnome Ranger* is back, in her latest feature entitled *Ingrid's Back* (funnily enough).



please." Just a quick one. Or two. "Lanlor, a pint off yer bessht foamen ayele, pleasssse." Time to move on.

After that brief interlude, I emerge refreshed and full of vigour (or was it bitter, I never can remember) blinking in the artificial light. A Computer Gamesweek balloon floats past my head, almost decapitating me in the process. You have to watch out for those things,



● It is Scalectrix! Look, it's even got a lap counter!

ties and Frank Bruno's Big Box. *Question of Sport* definitely impressed this man. Yes, him, the one on my right. It looks very promising. I'm not sure which of the three screens is the right one, though.

I walk on through a land of lost faces, dead-eyed veterans burned out from too much playing. Poor souls! Several blurred people pass by. I stop to inform them of their predicament, but they are not very grateful. Running as fast as I can to elude the pursuing pack, I duck into the nearest shelter I can find.

Aha, *Microdeal!* I've heard that name before. These people are responsible for the forthcoming *Fright Night* for the Amiga and ST.

"Dead-eyed veterans burned out from too much playing"

Gameplay is by Steve Bak and the graphics are by Pete Lyon. In the game you play the role of Jerry Dandridge, a sinister bloodsucking vampire who has only twelve hours to vampirise everyone in the house. It will cost £19.95 when it comes out. *Microdeal* has also announced *Tetra Quest*, *Jug Jug* and *Turbo-Trax* for the future.

Back out on the strip and back in



● Could this be the first 'Bucket of Blood' computer game?

they're deadly! Elite has several games on show, including *Question of Sport*, *Mike Read's Pop Quiz*, *Live and Let Die*, *Fists and Throt-*

Mandarin Software is busy exhibiting *Launcelot*. Built into the game are clues to a nationwide treasure hunt to find the hiding place of a £5,000 jewel-encrusted replica of the Holy Grail. *STOS*, a revolutionary BASIC language (that's what they say) set to transform the Atari ST into the ultimate games writing machine, is also on show. **Mandarin** is also exhibiting *Lombard/RAC Rally* and *Pioneer Plague*.

Speaking of the Holy Grail, I think it is time I went looking for it myself. Aha, a hostelry! "Landlord, a pint of your best foaming ale, if you

ner is set on the very edge of space where the Insectoid race travel between the stars, colonising uninhabited, long dead planets. You are one of an elite group of Insectoid warriors flying between the planets and patrolling the perimeter of the



FRIGHT NIGHT

● Play Jerry Dandridge, vampire with a mission

colony. You go about recharging force-field generators and destroying the evil Arachnoids. The game will be released for the Atari ST, Amstrad and Spectrum. *Cosmic Pirate* will be available this year for the Amiga (October) and the ST (November). C64, Spectrum and Amstrad versions will follow in the new year.

Software Horizons had three games on display. *Veteran* is a

cess Doira, who has been kidnapped by space pirates. Somewhere, on one of the three planets, your loved one languishes. It's up to you to save her. *Mafdet and the Book of the Dead* begins in ancient Egypt. You are Mafdet, the cat Goddess of Revenge, who has been summoned by Isis to retrieve the book and return it to the Egyptian people. To do so, you swordfight your way through mazes and dungeons, changing between cat and human to help you pass obstacles. All of these games are available for the Amiga and Atari ST, priced at £14.95.

Kixx, the new budget label, has just released *Ace of Aces* for the

“Your are Mafdet, the Cat Goddess of revenge”

Spectrum, C64 and Amstrad (all versions cost £2.99). Due for release later this month, is *Tenth Frame*, the ten-pin bowling simulation. It will be released on the same formats for the same price. Forthcoming releases include *Footballer of the Year*, *Krakout*, *Leaderboard*, *Way of the Tiger* and *Blackbeard*.

Round about this time, I was beginning to feel the heat (I'm not

then were chauffeur driven in a limousine to a swanky hotel. Unfortunately, this particular pressie pers only got chauffeur driven mini-bus with a lot of other unwashed hacks. God, what a nightmare.

Anyway, things soon picked up when we got to the hotel. *R-Type* was on view, as was a range of other games. There were several arcade games to blow your mind on, including *Afterburner*, *SDI* (very ideologically unsound) and *Time Scanner*. Activision has signed an



● Enter the Tetra Quest arena

exclusive three year worldwide deal with leading hobbygames manufacturer, *Games Workshop*, for the home computer rights to all *Games Workshop* products. This includes the *Warhammer* war game series. Activision will be publishing *Warhammer Fantasy Battle* and *War-*



● Recover the legendary six phoenix tablets in Tetra Quest

commando game with three separate missions, which involve you knocking out enemy positions, before launching a final assault on the enemy's headquarters. *Luxor* has you searching for your beloved prin-

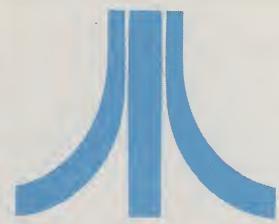


“Activision will be publishing the Warhammer products”

hammer 40,000. It is anticipated that the games will be released in early 1989.

Back through the teeming traffic to Earl's Court. Another man was sitting on the pole when I got back. He looked as silly as the other geezer. Back inside the portals of Earl's Court, I made my way to the Infogrames stand.

Infogrames is the company with a cute armadillo as its logo. It is also the company responsible for *Hostages* (reviewed in the next issue of Gamesweek), *Bobo*, *Captain Blood*, *Bubble Ghost*, *Action Service* and *Operation Neptune*. There was also a rough demo of *Tintin*, the game based on one of the famous books and due for release somewhere close to Christmas. It looked as if it would be quite amusing.



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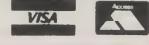
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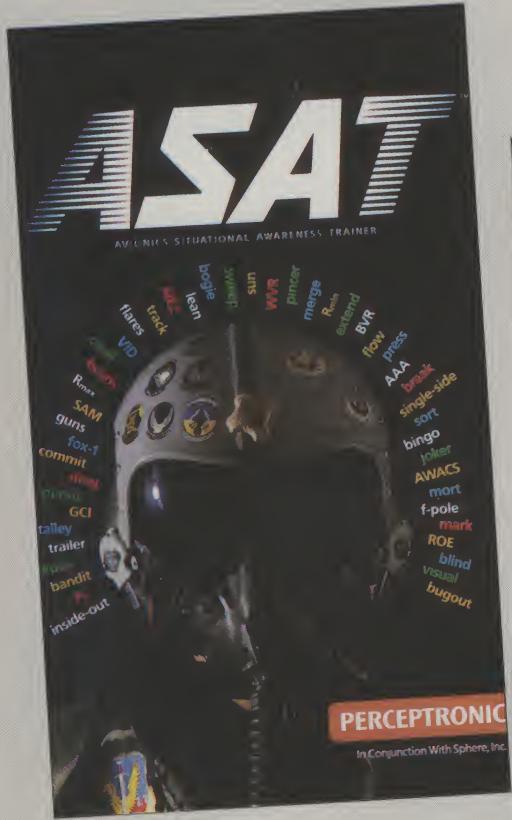
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Mirrorsoft was showing off its flight simulator, **Falcon**, on the IBM AT. The Beta-test version of the Atari ST Falcon was also on show. **Spectrum Holobyte**, the games producer, was pleased as punch because the **Falcon** software has been used to drive **ASAT** (an Avionics Situational Awareness Trainer). **ASAT** is designed to provide fighter pilots with repeated exposure to the myriad of information from which air-to-air, pre-merge Situational Awareness is derived. Pre-



• A.S.A.T.

merge is the pre-visual period of combat, where pilots have to rely on their instrumentation to establish their early combat position.

"Mirror was showing off its flight simulator"

ASAT was previewed at the Farnborough Air Show.

By this time, the sun was setting in the evening sky, leaving streaks of orange gold on the horizon. At least I think it was, because I couldn't see anything but the ceiling (and an errant Gamesweek bal-

loon which was lodged against the roof). Still the noise continued unabated. It was almost time to shut up shop for the day, but the die-hards were desperately trying to eke out one last play before the organisers chucked them out. Honestly, there is nothing more undignified than a greying businessman being dragged kicking and screaming away from a stand, shouting "one more, please, just one more play."

I wandered down to the Games-week stand. People were filling up balloons from a Helium cannister and I volunteered to help. Foolish boy! I started to fill one of the balloons. Suddenly, I began to feel lightheaded (so what's new - Ed.). I opened my mouth and spoke. The words came out in a jumbled rush. My worst nightmare had come true.



● Jug, from Microdeal

- I was now Pinky and Perky in one body. Oh my God!

I rushed into the night. Praise the Lord this doesn't happen everyday,



● Gung-ho gammy



- Jug – a Titanium and Flerimetal humanoid enter the core of a living planet

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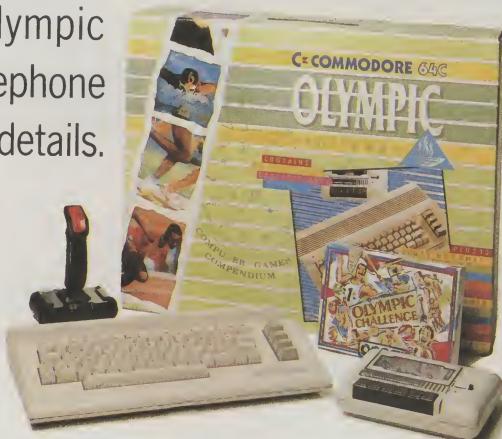
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up to speed

New Games surfacing on the horizon are previewed by the C.G.W crew.

LOMBARD/RAC RALLY

Have you ever wanted to get your hands round the wheel of a 300bhp Group A Ford Sierra RS Cosworth and speed round every bend of the Lombard/RAC Rally? Yes, I thought you had. Well, here's your chance...

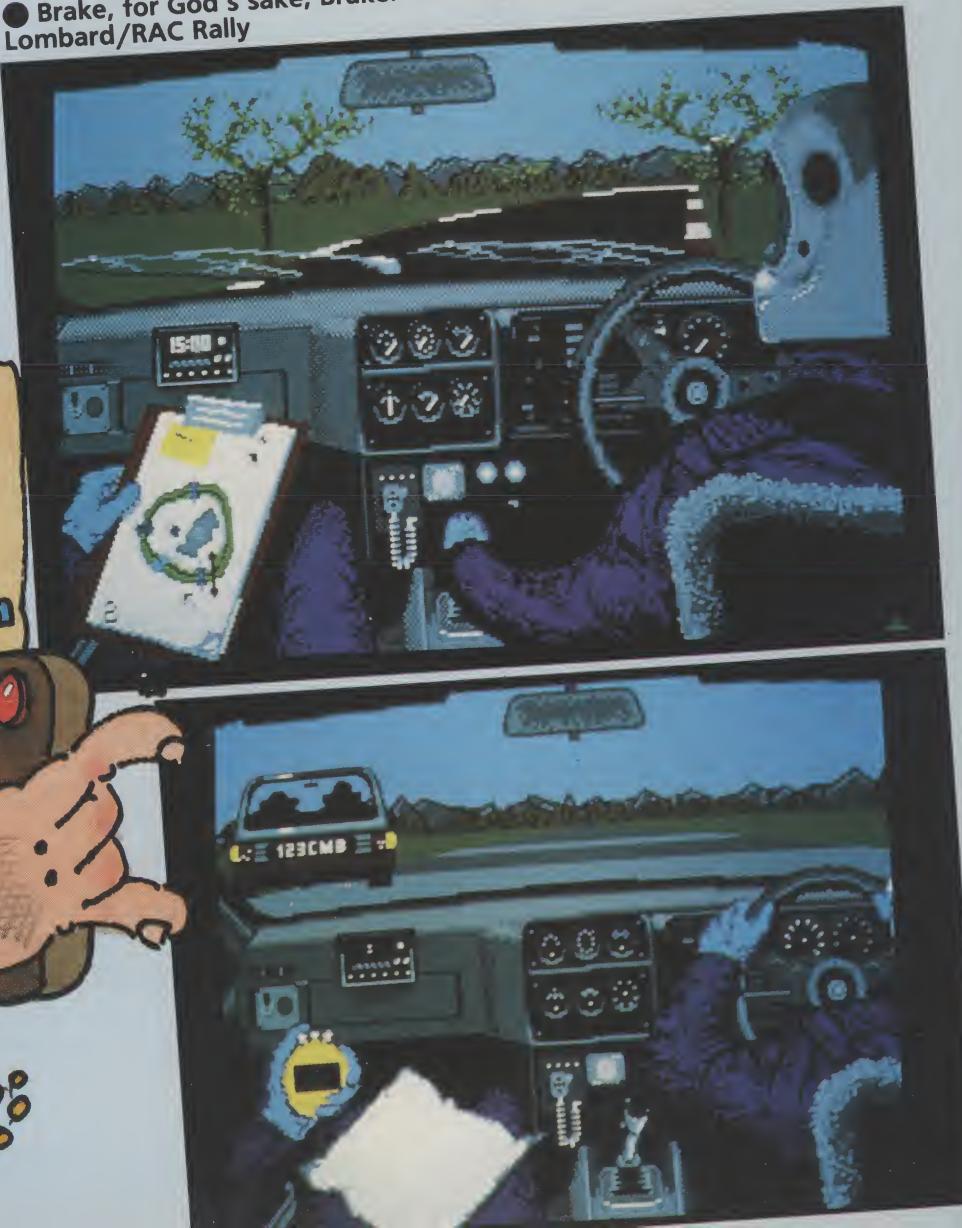
Thanks to Mandarin Software the official **Lombard/RAC Rally Simulator** is launched later this year. All of the features have been recreated, road, forest, mountain and night driving are included. There are hairpin bends, steep descents and other realistic road conditions. The gears and other car accessories are there and sitting beside you there is even a companion to help you navigate

and keep track of time.

All of these are supported by its incredible graphics. The speed is an essential part of a racing game and **Lombard** has enough of it to last a lifetime. The animation is so realistic and the feel of it all is an experience in mood setting.

This is more than a simple racing game, this is a simulator and as such will certainly provide you with more than a few hours of fun. It will be available from October on the Atari ST and Amiga priced at £19.95. Other popular computer versions will follow, starting with the IBM PC and compatibles in November.

● Brake, for God's sake, Brake! Grinding gear changes from Lombard/RAC Rally



COLLOSSUS



● Inside the
magician's den



● Fabled Ca-
melot looms
out of the mist

LANCLOT

Have at ye, draw thy lance and stick in the nut, mon, Lancelot is coming towards us. What is it? I hear your dulcet tones cry. It's an adventure, I answer, but no more adventure, oh no. An adventure with a prize!!!

Now all the fun and frolics is over I shall proceed to tell you about the forthcoming game . . .

Lancelot will be released later this year on the 16-bits (PC and Apple Mac included) and on most 8-bits (Atari XL/XE, MSX and BBC Master all catered for) and I have had the privilege to have seen the ST version. The myth and tale of King Arthur is a legend itself and there is no better subject for an adventure, or three adventures as the case may be. They trace the legend from the very founding of the great round table and continue through to the conclusion of the hunt for the Holy Grail (a mammoth quest).

This is all done with superb graphical stills and a parser of 50,000 words, and if you are quick witted and can spot a clue a mile off, you will be in with a chance to grab a £5,000 replica of the legendary Holy Grail. This, though, will not be easy and adds a whole new dimension into the game. It will cost £14.95 for all 8-bit formats and £19.95 for the 16-bits.

Chess programs are coming thick and fast at this time of year, especially on the 16-bit computers. Undoubtedly the one they all hope to top is Colossus 4

Gounod's Ave Maria and Beethoven's Moonlight Sonata. The thoughtful programmers have even added extra pieces in oriental, medieval, or, can you believe it, futuristic

COLOSSUS CHESS X

Chess on the 8-bits. CDS themselves have attempted this task with an update on their previous program and they show that, yes, unbelievable it may seem, it is possible to achieve this task.

Colossus Chess X, as they have called it, is a highly detailed game.



The options available are enormous, for example, the sound FX are not just limited to small bleeps after each move, speech, only in a robot-like voice though, and music can be chosen to enhance the mood. The music available is one of four chosen from the menu, which include

forms? The board can also be tilted to any angle or rotated to get the best view in 3D, or for those people who cannot stand such luxuries, a 2D mode is also available.

The game itself is much the same as the others (with the computer wiping the floor with me) and the smooth way in which the pieces take each other certainly takes most of the disappointment out of losing. There is a book feature that contains 11,000 records of opening moves and, with the sheer power of the game, it does require the odd access to the disc. Luckily this only takes a short time and makes no difference to the game of chess anyway.

There is, however, one problem . . . This program makes chess far too interesting and addictive to allow you to get away, and unless you have a spare hour or so, you will never have the time for a good game. Colossus X will be launched onto the market for early October and will cost £24.99 for the Atari ST.

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The Strategic Studies Group started like so many software companies in the feverish dawn of the computer game in 1983. However, unlike so many such companies born in Basingstoke back bedrooms, this one started in a sunny Sydney shop.

The meeting was between Ian Trout and Roger Keating. Ian was running a shop selling books on military history and board wargames. Ian modestly describes this emporium as the best bookshop of its kind in the southern hemisphere.

Roger had a few computer wargames under his belt for American strategy house Strategic Studies Inc. (SSI) and the two decided that they should "do the whole thing right here" with Ian designing and hawking the wares around the place and Roger putting the code together.

According to Ian "Roger is an amazing programmer, he's the first person I've ever come across who thinks in hex. On the Commodore 64, he literally fills every byte. This means that while the game is running you don't have any irritating disc accesses. The

Australian strategy gamers are flocking to the flag of the Strategic Studies Group. Lee Paddon finds out why.



code is very compact and runs so fast that we have to slow it down so that the player can see what is happening. On the other hand, it does make his programs a little difficult to convert – there's not a single comment statement in the whole program." The company's first release was "Reach for the Stars". This is all about conquering the galaxy and can be played by one to four players – each of which can be a flesh and blood human or the computer can take control. Anyone familiar with the Avalon Hill board game "Stellar Conquest" will feel instantly at home here with expanding economies and populations, research, improvements in ship construction and the inevitable death and destruction on an epic scale. Ian still claims this is his favourite game, it has now undergone two revisions and is still selling. The original version back in 1983 sold about 1-200 a month and Roger and Ian knew they were in business. The next release was "Carriers at War" which sold around 900 copies.

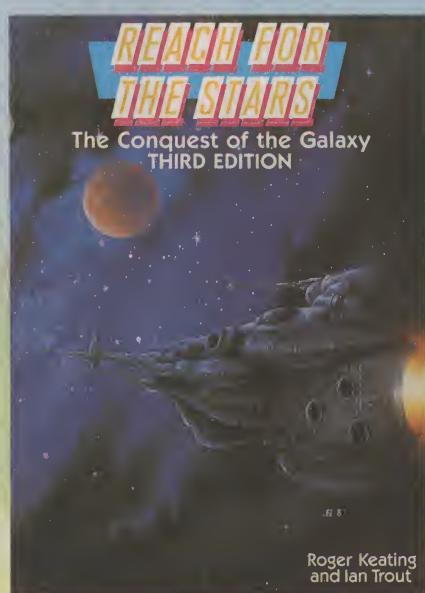
Although a major hit in Australia, the company had yet to make a big impression on

the biggest strategy games market in the world, the US. There SSI were still running away with the lion's share of the market. Then along came Electronic Arts who signed SSG up in April 1985, making SSG EA's oldest current affiliate. With this signing, SSG hit the big time with their products selling thousands – small beer compared with the UK arcade market at the time but a respectable showing in the tiny, but growing, hard core wargames market. It certainly kept Messrs. Keating and Trout happy – well almost – "they screwed a pretty good deal out of us" complains Ian, happy in the knowledge that the deal clinched the secure future of his company for the time being.

With this measure of security behind them, the company could afford to expand a little and increase its output. There are now a grand total of fourteen employees in SSG, half of which are actually programmers or designers.

In the second part of Lee Paddon's spotlight on the SSI team he will be looking at their large scale World War Two simulations such as "Battles in Normandy" and "MacArthur".

● Reach for the Stars was SSI's first release, and is still Ian Trout's favourite.



Roger Keating and Ian Trout

Nick'88

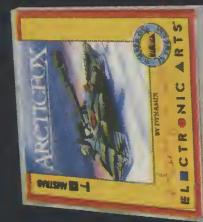


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FAST

EA

of high quality, drops into their laps from out of the blue. That's exactly what happened to Electronic Arts when Bullfrog software, brought them a pacy little Amiga number called **Fusion**.

The game isn't destined to win any prizes in the 'original scenario' stakes but who cares? What people do care about is good graphics, sounds, and addictive gameplay and **Fusion** has all three in more than generous quantities.

As the only pilot who can save the galaxy etc. etc., you must successfully work your way through a number of cleverly constructed levels, collecting bits of 'The Bomb' as you go. Each level has one or more exits which are normally closed when you first arrive. Levels can be tackled in any order.

The game is one of solving logic problems by tripping switches and blowing up anything that so much as twitched along the way. That may not sound like earth-shattering

stuff but the game is brimming with so many graphical effects and cunningly concocted problems which give it the kind of depth and playability one has come to expect from EA releases.

Each level in **Fusion** is seen in plan view and can be driven or flown over. The advantage of driving in the aptly named 'Assault Crawler' is that it is the only way in which you can activate the many switches annoyingly secreted in all the most inaccessible places on the surface of the landscape. The problem is that driving is painstakingly slow and only possible along flat parts of the



● It's all about tripping switches. And killing things

landscape. This tends to leave you vulnerable to attack from such exotically named enemies as Nitro-Mite and Ergonomic Erupters.

Flying the 'Mother Ship' is much safer and faster and highly recommended to galactic cowards everywhere! Apart from being free to fly over almost the entire landscape, the Mother Ship can be fitted with shields and a ready supply of ever more potent weapons.

At the centre of the whole game is the fact that there are only a limited number of places on each level where you can land the Mother Ship and if you can't land

A

Foolishly, I failed to take account of the fact that it was the Editor who had made the offer. Obviously, there was a catch. My trip to the Pacific began in front of a Commodore computer and a telly. 'This is a funny way to get to Hawaii', I thought. Where's the first class plane ticket and the reservation in the Honolulu Hilton? What's **Battle Island** got to do with it? The screen flickered into life.

Z

Battle Island is a remote Pacific volcanic stronghold (doesn't sound like Hawaii to me), containing a neutron beam weapons base, close to completion. Learning of this threat to world peace, the four superpowers (four?) sent in a joint attack force. Satellite pictures detailed the fortifications, but did not show the ingenious electronic

F A X B O X

Program: **Battle Island**
Version: C64
Price: £14.95
Supplier: Novagen
Reviewer: Billy MacInnes

RELEASE DATES

C64: Out now

weaponry deployed in support of the defenders.

Naturally, the attack force was decimated and the survivors are being held hostage in four separate compounds around the island. Sad, but if it hadn't happened, you wouldn't be in the game.

Enter Billy MacInnes, stage right. Your mission is to storm the island's central enclave and destroy the base structure. On your way, when you have a spare moment, you must release the hostages. You must collect eight key components which have been abandoned around the island. These are detailed on your map. You need all of these to establish Bailey Bridge access to the

central enclave. Useful equipment and additional supplies are scattered over the island. You can capture extra weaponry from the defenders. Have you got all that? Oh,



● It's do or die time

and don't forget to plan your route on the map before you start, because you won't have much time to do so during the game.

Right, let's take a gander at this map then. Well, it's nice and colourful, and it is quite helpful, but where's the Hilton? You start on a raft rowing towards the island (so what happened to the Concorde then?). Once you've landed, it's action all the way. Bad guys appear

you can't deploy the Crawler to trip the switches.

Each level contains switches of various shapes in two colours. Only two switches (one of each colour) can be activated at any one time. To

F A X B O X

Program: Fusion

Version: Amiga

Price: £24.95

Supplier: Electronic Arts

Reviewer: David Bishop

RELEASE DATES

Amiga: October

activate a switch you must drive over it in the Crawler. That part of the map affected by a switch is only altered so long as that switch is active. When you drive the Crawler over another switch of the same colour, the previous switch becomes de-activated and the map returns to its previous state. Switches can be re-activated by driving over them a second time.

So the name of the game is use the Mother Ship to knock out the majority of each level's defence before you take to the Crawler,

otherwise you'll get nowhere fast! It's also important to work out what each switch does and what order you should attempt to trip them.

Switches can alter the map in a number of different ways some blaringly obvious, others far more subtle. To help you to tie up cause and effect a miniature of each switch has been placed near the part of the map it controls.

Some switches open up an exit giving you access to another level, others remove barriers that were preventing you from flying or driving to certain parts of the level you're on. Often your final objective



● Use either the Assault Crawler or the Mother Ship to traverse over the map

until you finally crack it. A first class fusion of arcade and problem solving for sentient sharp-shooters everywhere.



is one switch that can only be reached once you've tripped all the others in the level in a specific order.

Fusion combines graphical excellence with devious puzzles that'll keep you coming back for more



● Welcome to paradise

out of everywhere and start shooting at you.

You weave your way through screens full of defenders and dodge around trenches, wherein lurk grenade-throwing beasties intent on rearranging your body.

After you shoot quite a few of the

bad guys, a star appears. You should pick this up. The first three increase your fire power. The fourth will give you an invincibility shield which you can save until you really need it. If you lose a life while you are busy collecting the stars, however, you will be back to standard weaponry. You can also pick up things like

Gameplay 85%

Grafix 93%

Sonix 83%

Overall

90%

machine guns, shoes (which make you faster) and a variety of other objects. You can replenish your energy and lives by picking up 'E' packs.

This is a reasonably difficult game, but you do get five lives and you have the option of continuing from the last electronic gate you entered when you're finally dead.

The graphics are inoffensive and the sound is hardly inspiring, but the game is quite entertaining all the same. I tell you one thing, the next time the Editor tries to sucker me into another one of these, I'll know exactly what to say, "Go tell it to the marines."

Gameplay 72%

Grafix 64%

Sonix 51%

Overall

68%

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Take a small company and advertise in the classified columns of major magazines. Put in a tiny ad and stir for twenty minutes. Bake on gas mark 8, when brown release the advertised game on the Spectrum and let everybody have a taste. Once lips have been licked, wait for the requests for more and watch the money roll in. **Laser Squad** is a classy product and should not be dismissed because of the apparent small size of the company.

Strategy is the name of the game here and wargames have never been as interesting (not to a pleb like me anyway). The programming is very professional with excellent graphics and fast scrolling in the selection phase.

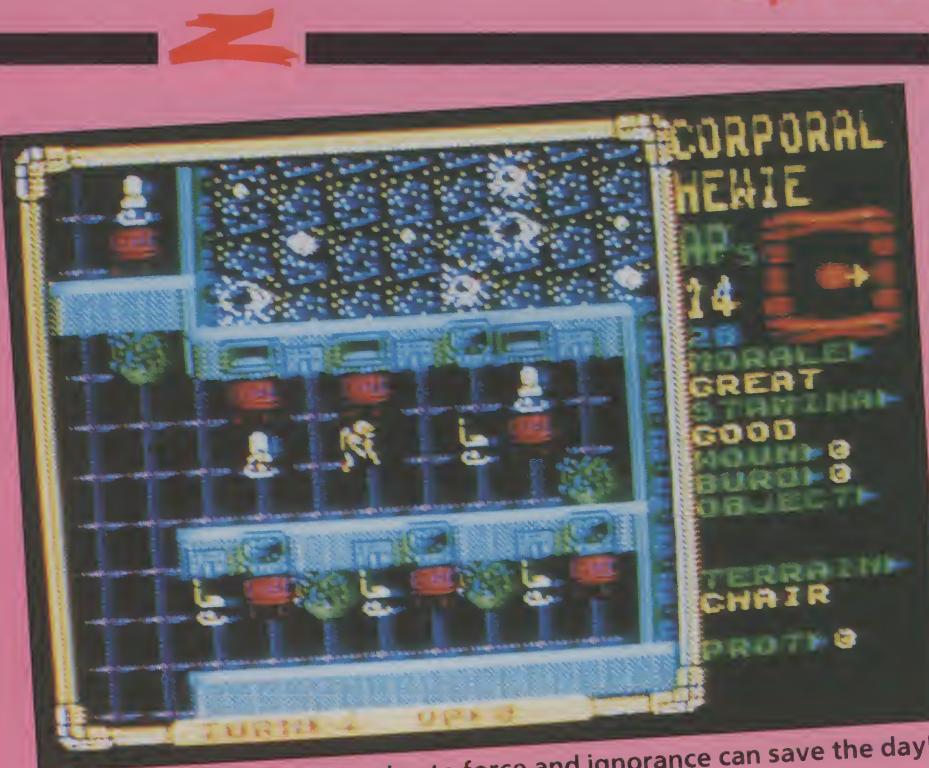
The game? You lot demand so much! There are three scenarios with each available in an alternate



● Using up Action Points in a most satisfying way!

load (this only takes a minimal amount of time) and each scenario is different. The first asks you to assassinate ('bump off' to most of us) the boss of a weapons company, the second is a straight assault, and the third is a rescue operation. This varies the play and cures a lot of hours of, otherwise, boredom.

The laser squad themselves are a bunch of hard-working lackies with hardly any qualms against fighting, and brains to match. Their task is to beam down onto the planet in question and complete their task using up to the minute technology and sheer determination. Before such a dangerous and perilous task, however, they must be armed and armoured using such classic weapons as the laser (hence the title of the game). Once down upon the ground they must stroll about blasting the



● Our reviewer shows that brute force and ignorance can save the day!

F A X B O X

Program: Laser Squad
Version: Spectrum
Price: £9.95
Supplier: Target Games
Reviewer: Richard Henderson

RELEASE DATES

Spectrum: Out now
C64: November
CPC: November
Amiga: March 1989
ST: March 1989

security and passing through rooms containing various implements.

A game is made up of a set number of turns, and in each turn a squad member can perform a certain amount of actions. Separate actions take different amounts of time, and each squaddy has a set number of actions they can do in a turn. For example, Corporal Jonlan

has 34 APs (Action Points) and he takes a walk forward. A walk forward takes up 4 APs so he has 30 left. This is the way that the game runs and the computer (or a friend) does the same for the baddies. Weapons can also be carried and used, and this all adds a Role-Playing aspect to the game.

I must stress that this is not an arcade game of any type and must not be treated as one. The graphics are not smooth for they do not need to be and they are in an amazing pseudo-3D, viewed from an obscure angle. Sound is only adequate and,

again, this is only a minor annoyance as the gametype is beyond such things. Strategy is all important because of the number of people under your command (generally around six).

Laser Squad is an excellent break away from the racing/blasting/mindless ones and should be in every wargame/strategy fanatic's pile.

Gameplay 81%

Grafix 64%

Sonix 36%

Overall

82%

B

ond is back! Or so they say. Considering how bad the previous two 007 games were it's fairer to say that Bond has finally arrived.

And in a strange roundabout manner, too. Elite Systems, purveyor of *Overlander* and *Buggy Boy*, was in the middle of producing an aquatic version of those games. Domark, having recently secured the licence to the 1973 James Bond film *Live and Let Die* took one look at it and thought, "Blimey, it's just like a bit out of the film, and it's good as well!"

Dr Kananga, ruthless prime minister of the Caribbean island of San Monique, is harvesting huge concealed fields of poppies with which to flood the U.S. drugs market. You, as 007, have to search them out and destroy them by travelling down narrow rivers, blasting everything that moves.

Er, right. From the off you can either take on the New Orleans mission itself, which is, of course, the hardest route of all, or exercise at the North Pole (in a speed-boat??), exercise in the Sahara desert, or simply go on a turkey shoot practice.



• Spectrum action



fuel consumption is regular regardless of speed, you'll find yourself hurtling along at the last to pick up the fuel canisters that are lying around.

Unfortunately fuel isn't the only thing lying in wait for 007, mines, rocks, black boxes and ice floes all strive to delay our hero from his destiny. Then there are the other speedboats to contend with, which you must blow away. Shooting the fuel barrels is just a little frustrating when the warning noise starts rattling.

Remember driving up the embankments in *Buggy Boy*? Well now you can do the same thing again

F A X B O X

Program: *Live and Let Die*

Version: CPC/ST

Price: £9.95

Supplier: Domark

Reviewer: Duncan Evans

RELEASE DATES

CPC: October

ST: October

Spectrum: October

C64: October

**Z**

here. When the river ahead is blocked by mines, simply send the boat skidding up the bank and circumnavigate them.

One of the other regular hazards that Bond faces on his journey is that of attacking aeroplanes. When one starts to dive towards you, see if you can find a log in the river. Hit the log and the boat is propelled into the air (and well done to Elite – the perspective and horizon change accordingly) enabling you to shoot the plane.

You can't afford to be indiscriminate about plane gunning though, because occasionally a supply plane zooms across, dropping a crate load of goodies.

Further on there are tunnels and locked canal gates which need to be blasted with a rocket, of which you can carry three at once.

Graphically *Live and Let Die* is pretty good, especially on the ST which is by far the best version, and even the music is fairly recognisable. The different sets of scenery all add to the flavour, and the ability to take on any mission in any order only adds to high playability.

It might not be that closely tied to the film, but *Live and Let Die* (the computer game) is easily the best James Bond licence to date, and should appeal to everyone from Bond fans to arcade addicts.

COMPETITION

Yes, another great, wonderful, almost too good to be true, competition comrades. This is your big chance, and possibly only chance, to win a complete collection of *James Bond* films on video, a copy of the game, and a wonderful poster.

Just answer the following questions correctly and if your name is first out of the bin then you win the vids, a poster and a copy of the game (state format required). Twenty five other lucky readers will win themselves the poster.

1. Which of these three has not played James Bond?
(A) George Segal
(B) George Lazenby
(C) Sean Connery
2. Never Say Never Again was a remake of which Bond movie?
(A) Thunderball
(B) Moonraker
(C) Dr No
3. Which of these was also made into a computer game?
(A) From Russia With Love
(B) Octopussy
(C) A View to a Kill

Just send in those answers on a postcard by October 28, 1988, to 007 Competition, Gamesweek, 3rd Floor, Greencoat House, Francis Street, London SW1P 1DG.





OPERATION WOLF is soon to be converted by Ocean Software, this we all know, but it is

bound to take time.

Veteran is a game in the same mould and as such is bound to attract untold comparisons. The question that I shall now put is the most obvious one... Is it as good? Well, the scrolling has been done away with which takes most of the excitement out of playing, so I would have to say no! It certainly tries though, it certainly tries.

This time you are a crack commando, who through a tough and die-hard battle, and battle you must, has to maim, mash and murder towards the enemy base, overcoming helicopters, tanks, and any

● The man with the golden tongue!

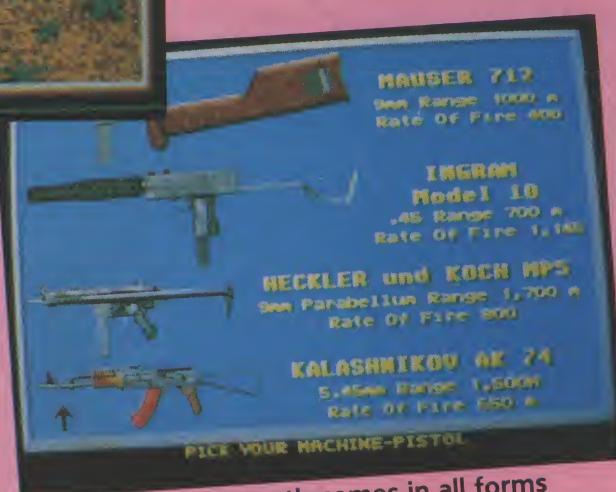
will be yours to take. Unfortunately, this is no easy task. Before each game you have a choice of weapons (the rather tactless Kalashnikov included), which each have a different range and rate of fire. This is a colourful extra but one that I so far have found to be insignificant. You start loaded to the nines with death-inducing bullets and rockets facing in the direction of two sandbagged bunkers, then the fun begins... Soldiers rush from either



side guns ablazing and lobbing the occasional grenade, whilst you line up your cross-hairs (using the mouse) and let fly a stream of metal which cuts into them causing grievous bodily death. This also provokes a blood-curdling digitised scream and blood spots to appear on screen, not exactly a moral game

this. The odd tank will also wander past blowing lumps from your unprotected body, so a rocket is sometimes called for. Once low on ammo, it is possible to regain more by shooting the golden bullets or rockets that lie on the ground.

Although this is frantic, the time in which you fire your bullet and the time that the enemy is hit is sadly too slow, so sometimes you are sure you have shot him and move on to the next poor soul, and he is still running about blasting at you. There is also a man that looms up at you from nowhere and fires at you from close up, which is all well and good, but what he says is, most of the



● Death comes in all forms

time, totally unintelligible and gets very annoying. These are niggles which may spoil the game for some.

The graphics are good with some scanned images and they are quite fast moving. The sound is also good, what with the screams of death, etc., but the music on the title screen is atrocious. The game is not a bad one by any definition, but it could have been better. Maybe it will be worth waiting for the official version.

F A X B O X

Program: Veteran

Version: ST

Price: £14.95

Supplier: Software Horizons

Reviewer: Richard Henderson

RELEASE DATES

ST: Out now

poor unfortunate human beings who are stupid enough to get in your way. Once at said base you must destroy it, and then the war that you were previously losing

Gameplay 45%

Grafix 78%

Sonix 64%

Overall

62%

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CONSULT GULTRONICS BEFORE COMMITTING!

At last, some good news for all budding games programmers who, like me, cannot tell the difference between machine code and logarithmic tables. From across the Channel courtesy of Mandarin Software, comes *STOS - The Games Creator*, a program that will launch a thousand neophyte programmers into an absolute frenzy as they drool over its facilities.

STOS comes complete with a two hundred and eighty three page user guide, three discs, and a Basic reference card. The three discs are a program disc, an accessories disc and a games disc. You are strongly advised to make back-up copies.

The program disc contains **STOS Basic** a highly developed form of the original Beginners' All-purpose Symbolic Instruction Code. The new **STOS Basic** contains over three hundred commands for you to use in your programs. Another brilliant feature about this particular version of Basic is that it is not GEM based, thus removing the previous restraints caused by the GEM environment. The benefits are many: The STOS operating system can be loaded straight from disc, and the Basic is a lot faster than any of the other available Basics. You can also get over the hurdle of being restricted

F A X B O X

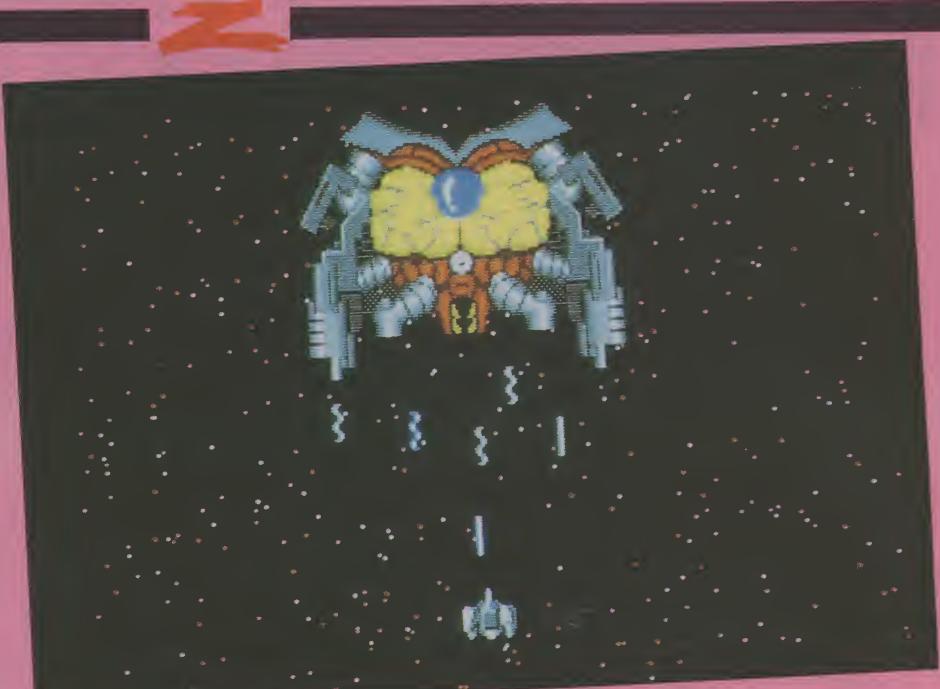
Program: STOS
Version: ST
Price: £29.95
Supplier: Mandarin
Reviewer: Andrew Marshall

RELEASE DATES

ST: Out now

to one screen resolution only, and you will have about thirty two kilobytes more free memory to use for your programs.

The Basic itself is comprehensive in its range of commands: mathematical operations, trigonometrical functions, graphics commands, window commands, sprite commands (there are twenty six of these) and the list continues. Just as important are the variety of sound and music commands. The sonics on some 16-bit games leave a lot to be desired,



● A big alien of some sort!

and in general have only just started improving. It is no longer acceptable to have the odd 'plink' or 'clink' now and then (thank goodness).

The second disc is the accessories disc on which you will find a number of compacted files. In order to use them, you must uncompact each file, as it will contain one or more additional files, like the Russian doll which has more inside. To uncompact the files, you must follow the instructions in the READ.ME file on the same disc.

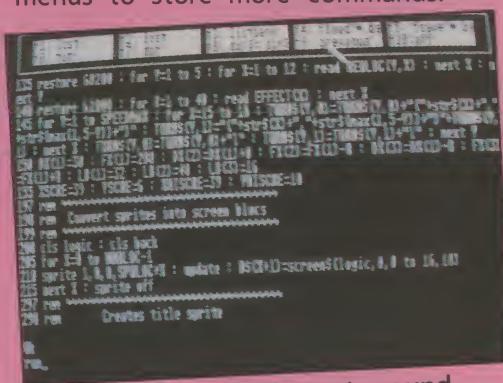
Once all of the files are uncompacted, you will see that *STOS* comes fully equipped with a multitude of utilities which will help to make game manufacturing a lot easier. There is a sprite designer, a sound generator, a font generator, a room designer, and other utilities, such as a screen compactor. The latter will compact a 32K graphics screen into as little as 7K.

The sprite designer is a very powerful tool. Once loaded via the main program disc, you can see the avail-

able features. A system menu to the left hand side of the screen, icon-driven, will allow you to manipulate your newly created sprite. On the right hand side of the screen, a graphic tools menu, also icon driven, containing familiar commands such as draw, fill, circle, plus some extras like rotate and reverse. All help to design your new sprite or edit an old one.

Below the main design area is the

selection window which allows you to scroll through all the sprites held in memory. The sprite designer also incorporates an animation facility, and a facility to grab sprites from



• STOS Basic – the fastest around

Storing commands in this way is useful as it gives the sound generator a clean, uncluttered appearance, rather than a screen packed solid with a myriad of tiny boxes. Or minimal space being devoted to the music stave, both of which would

deter the first time user and the serious user respectively.

Musical notes in *STOS* consist of the note's name, the octave and the tone. The octaves range from zero, which is very low, through to seven, which is very high, so the higher the octave, the higher the note. The tone has a duration set by two letter codes, which are specified in fractions of one note. For example, WN is a whole note, whereas QN is a quarter note. By adding a full stop after the code, you can increase the length of the note's duration by one half again, but this excludes SN, or sixteenth note, for reasons unknown to you or I.

To increase the range of musical effects, you can use the envelope and tremolo editors to shape the note. In this way, you can mimic other instruments, or simply create a unique sound of your very own. As with the sprite designer, there are a

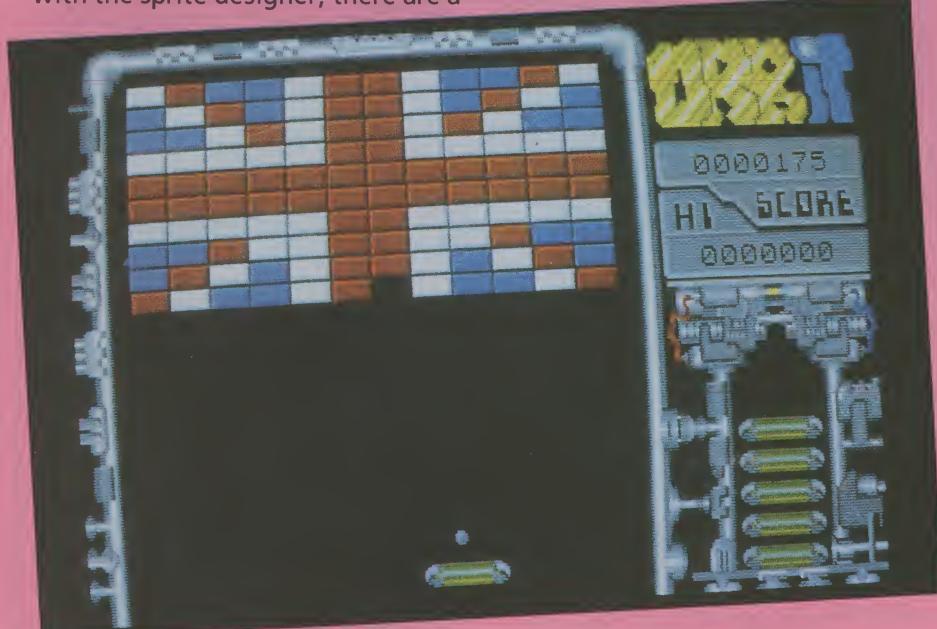
clude some familiar commands and some new ones: FILL, PAINT, INK, BAR, RBAR, PIE, CIRCLE, to name but a few. The POLYLINE command allows you to generate multi-sided figures in one line of computer code, which is very useful for keeping drawing programs compact.

There are four writing modes for the screen which are Replacement



mode, Transparent mode, XOR mode (eXclusive OR) and the Inverse Transparent mode. The different modes can be used to address different problems in your game, such as how to stop an on-screen sprite from chewing up the background and leaving a black trail in its wake.

The manual itself is easy to read and highly informative. As you progress through each new section,



● Patriotic game creation

number of previously composed tunes for you to play and enjoy, or else dissect and re-vamp, if you so desire. If all of the sound facilities appear a bit daunting to you, there are some simplistic sound commands in *STOS Basic* which will help the beginner, namely BOOM, which generates the sound of an explosion, BELL which generates a bell sound (ding!), and SHOOT, which produces the sound of gunfire.

If you were impressed by the sprite designer and the sound generator, then the graphical functions of *STOS* will not disappoint you either. The graphics commands in-

the text introduces you to each new command step-by-step, with an explanation of what it does. Also there's an example to illustrate this, either to be typed in or accessed from disc. At the end of each section there is a summary of all the



relevant commands affiliated to that section. Towards the back of the manual, various appendices deal with the error messages, the contents of the discs and the use of assembly language, amongst other things.

The third disc is the games disc. On it are three games, designed to give you a taste of what this designer can do. *Orbit* is a standard bricks

and balls type of game, not as good as *Arkanoid*, but it looks good and it plays well. You can design your own screens, or change the program. Who knows, you could make it better than *Arkanoid*, with a little development!

Zoltar, the second of the demonstration games, is a bit like *Cosmic Phoenix* the arcade game, in that you must shoot waves of aliens, plus a large mothership. This game demonstrates the versatility of *STOS* as you can design your own attack waves, and you can choose which waves of aliens will appear and when.



● A demonstration game

Bullet Train is the third game, and it involves driving a train across a track scrolling from left to right, avoiding the buffers and shooting any carriages on the track. This game demonstrates the scrolling power of *STOS* and co-ordinated animation as you watch your progress along the track on the map at the top of the screen.

Having been able to use *STOS - The Games Creator* for a week, I have had a full chance to look at the versatility of this program and sample the delightful utilities that will put a professional shine on your games. I strongly doubt that any other games designer can match this one at the moment. Also the price is an astonishing £29.95. I think this program would have been good value even if the price were five or ten pounds higher, though at this price, it is simply irresistible. If you have a good imagination, an idea of what Basic is all about (this helps but it is not paramount) and thirty pounds to spend, then look no further, as you could probably recreate half of the other games on the shelf next to this box.

If you're serious about creating software, but lack the technical know-how, get this program, it's a must.

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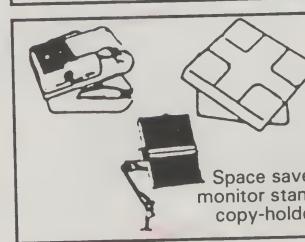
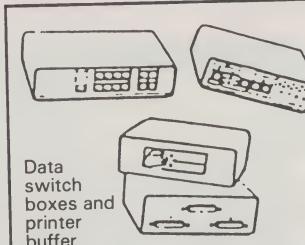
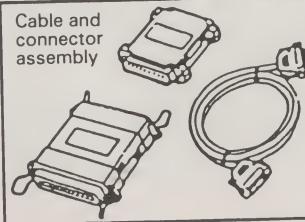
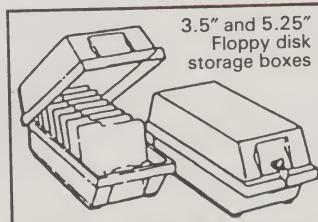
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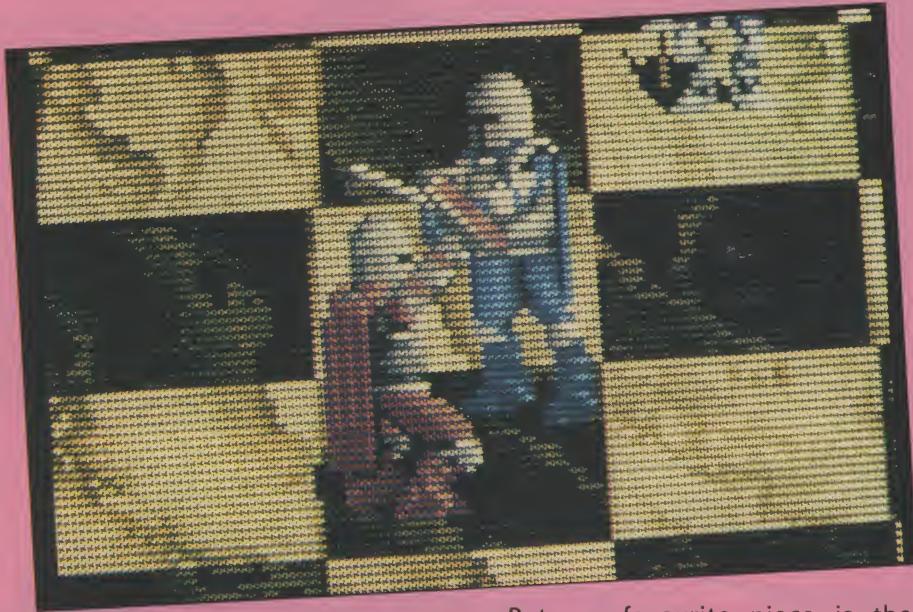
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EDUCATION AND GOVERNMENT ORDERS WELCOME



The release of a new chess game is normally not the kind of happening that attracts large wedges of editorial coverage or wide-eyed stares from a traditionally cynical trade. But that's exactly what did occur when **Battle Chess** was shown at the Chicago Consumer Electronics Show earlier in the summer.



FAX BOX

Program: Battle Chess

Version: Interplay

Supplier: Electronic Arts

Price: £24.95

Reviewer: David Bishop

RELEASE DATES

Atari ST: To be advised

Amiga: October

Battle Chess was programmed by Interplay, the people behind Electronic Art's *Bard's Tale* series and, more recently, the critically acclaimed *Wasteland*. This and the forthcoming *Neuromancer* (based on William Gibson's somewhat weird sci-fi novel) are the first two titles Interplay are publishing under their own name, albeit still using EA's sales and marketing muscle.

So what's the reason this particular chess game is raising so many eyebrows? The answer is simple – over 4 megabytes of 3D animation! Forget your standard lifeless chess pieces that slide from one square to the next. In **Battle Chess** pieces

come to life and walk to their destinations accompanied by some incredible stereo digitised sound effects.

The queen, for example, moves majestically about the board wiggling her bum as she goes. The knight clatters clumsily from square to square to a cacophony of clanking armour while the old, decrepit king staggers to the next square weighed down by the burden of his ultimate responsibility in the game.



But my favourite piece is the castle which, when it moves, the castle metamorphoses into a hulk-like rock monster whose every stomp is accompanied by a crash almost loud enough to scare the opposing pieces off the board.

Sooner or later one side or the other will take an opponent's piece. When this happens, the piece doing the taking walks towards its intended victim which will make room for its captor by moving to one corner of its square.

Once the 'taking' piece arrives at its destination, it too moves to a corner of the square, turns and faces the piece it's about to capture. Once in position, both pieces approach each other and the battle begins. And what battles they are! The animators working on this project must have had a field day because there's a different, fully animated battle sequence for every different 'piece takes piece' combination.

Sometimes a spark of lightening from the Queen's fingertips is enough to reduce a piece to a pile of powder on the beautifully marbled board. Other times a hole opens up and swallows its victim. The

castle/rook monster, when taking the Queen, picks her up and swallows her whole only stopping to burp loudly before changing back into an innocent looking tower.

But easily the wackiest battle of all is between two knights. This must have been inspired by the classic 'guarding the bridge' sequence in Monty Python's *The Holy Grail*. First one arm then the other gets cut off. These are quickly followed by a leg leaving a now highly distressed one-legged knight absolutely hopping mad. Finally the coup de grace is administered as the final limb parts company with what's left of the losing knight's body.

Battle Chess has ten levels of play and can boast many of the features seen in more traditional chess programs. These include a 30,000 move opening library, 2D view (a must for a serious game), 20 'great games' between Grand Masters and a mo-



dem facility to allow for games to be played over the phone.

With **Battle Chess**, Interplay have breathed new life into an old game genre. The animation and sound effects exploit the Amiga to the full. If you're into or want to have immense fun learning the game then get **Battle Chess**.

Gameplay 77%

Grafix 92%

Sonix 91%

Overall

89%



very now and then a game storms onto the scene that makes people gasp. One with exciting graphics, great gameplay, brilliant sound track which is essentially within most people's price range. Unfortunately this game has none of the above.

Joe Blade II, as I'm sure you've realised, is the sequel to the great budget game **Joe Blade**, which had you maliciously walking round a prison camp blowing people's heads off (all in the



● Put the boot in!

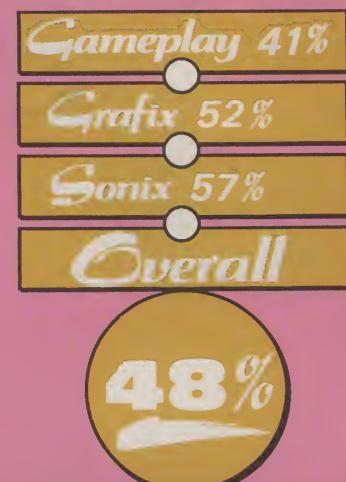
course of duty you must understand). Now Joe is back! This time though he has dismissed his machine-gun and has adopted the more conventional approach of kicking his victims in the head until they die.

Apart from murdering the somewhat non-violent 'punks', as they are referred to, Joe must rescue citizens. These citizens look surprisingly like dirty old men in their long blue overcoats and hands placed suspiciously in their pockets. To rescue said 'pervert' you must walk onto him and be plunged into a simple number subgame; once completed he is free from his eternal hell, well, in fact he disappears, what relevance this has I cannot begin to fathom.

The only way that I could find for Joe to get his come-uppance was to fail in

the subgame, apart from that he seems to be pretty much invulnerable, even to kicks in the head by his enemy (I think this says something about the character but I haven't figured it out yet!). So what you're left with is a town that you plod at the speed of snails around, stopping occasionally for a spot of mindless violence, not my favourite pastime.

Admittedly the graphics are good, but there is no real variety between screens and the sprites move far too slowly to make it fun. The soundtrack is fairly okay, but only during the title screen. The gameplay is basic and fast. This, though, does not make a game and in my book, will never even pretend to.



FAX BOX

Program: Joe Blade II

Version: C64

Price: £1.99

Supplier: Players

Reviewer: Richard Henderson

RELEASE DATES

C64: Out now

Spectrum: Out now

CPC: Out now

Amiga: October

ST: October

Yesterday I went to the launderette and watched the clothes go around. I used to think that this was an incredibly boring way to spend my time, but that was yesterday, before **Blade Warrior** entered my life. Now, I just can't wait to go back.

According to the packaging, **Blade Warrior** is meant to be a game full of "absolutely brilliant action . . . Power, Magic, Death Demons! WOW what a game!!! Mega" (copyright David Darling). Some sort of malicious sabotage overtook my copy though, because somewhere between the time I took it out of the box until the time it was loaded, the game changed into a visual aid for insomniacs.



● So you thought the Exorcist was scary, huh?

FAX BOX

Program: Blade Warrior

Version: Spectrum

Price: £1.99

Supplier: Code Masters

Reviewer: Billy MacInnes

RELEASE DATES

Spectrum: Out now

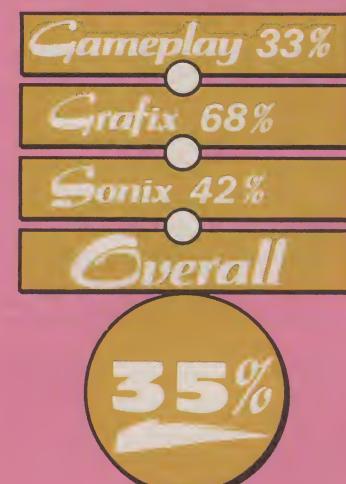
The story states that way back in 1479 the evil squire Helfyre (clever!) who had tyrannised the village of Loxton, was overthrown by the populace, decapitated and then burned. They just didn't like him, did they? Unfortunately, the squire's faithful manservant recovered the remains and laid them in a secret tomb. From here, the evil Helfyre pursues his black arts in the guise of a Death Demon.

It is now 200 years later and you, **Blade Warrior** a.k.a. Horace Wigglestrop, must reunite Helfyre's missing skull with the rest of his remains in order to lay the demon to rest.

You have to collect six objects, in sequence, before you arrive at your final confrontation with the man himself. Then, or so it says here, "power blade" shudders in your hands as the demon

appears. He shatters it with one mighty psionic blow. Some weapon! Go ahead, do him!

Well, what is there to say about **Blade Warrior**? Someone get me a Thesaurus (no, that isn't a species of dinosaur) and I'll look up the word "dull". Anyway, the graphics aren't too offensive and neither are the sound effects. The gameplay is. Play at your peril, or preferably go and get yourself a box of washing powder, and get yourself down to the launderette. It's probably much more entertaining.



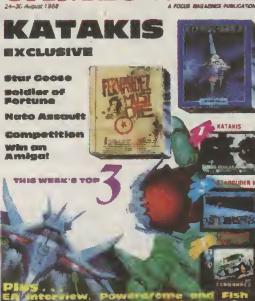
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Once more that wise sage Tony Bridge descends from his sanctuary in a Tibetan Monastery to dispense wisdom and knowledge to the unenlightened

I've recently been playing *Uninvited*, the graphic adventure from *Mindscape*, and as you'll know from my comments last week, I'm mightily impressed with this adventure and its stable mates,

The Spider Cider is used in the Porch. When you enter this location, you'll notice a creepy black spider scuttling across the railings. This spider is going to be a big help to you, but how to get it? Well, if you operate the Spider Cider on the railing, the Spider will get stuck and you can then get it at your leisure. You may have to leave the Porch and return before the Spider shows itself again. Now, nip along to the Study where you'll find the lamp - if you operate the Lamp - switch it on, in other words - you'll be gratified to see the picture on the wall swing back to reveal a Safe. Unfortunately, it'll

initial impression of being quite beautiful. Try and get past her, however, and you'll find that she is Evil Incarnate - as well as ending the game for you prematurely. That room at the top of the landing holds the key to this little problem too. Once you've visited the room, you'll have no ghost to worry about.

Opposite this very useful room is another room which contains, among other things, an interesting cabinet. In this cabinet are a couple of scrolls and a wooden box. Take this box downstairs to the lounge where you will have noticed a fire - but don't forget to read the scrolls first, as you should

Adventure

Deja Vu and Shadow Gate, here are some hints - please let me know how you progress and send me your tips so that I can pass them on to other readers.

There's a room leading off the upper landing which contains some very interesting bottles and other stuff which the budding ghost hunter will require. As you'll find out very quickly in this game, there are several ways to meet with a sticky and frightening end in this adventure, and you can regard this little treasure trove of anti-ectoplasm as rich pickings. To start with, the most useful to you will be the Spider Cider and the No Ghost - but you should also pick up the box of matches, as they will come in handy in another way.

also release a menacing ghost, and it's here that the spider will earn its keep. If you drop him, the ghost takes

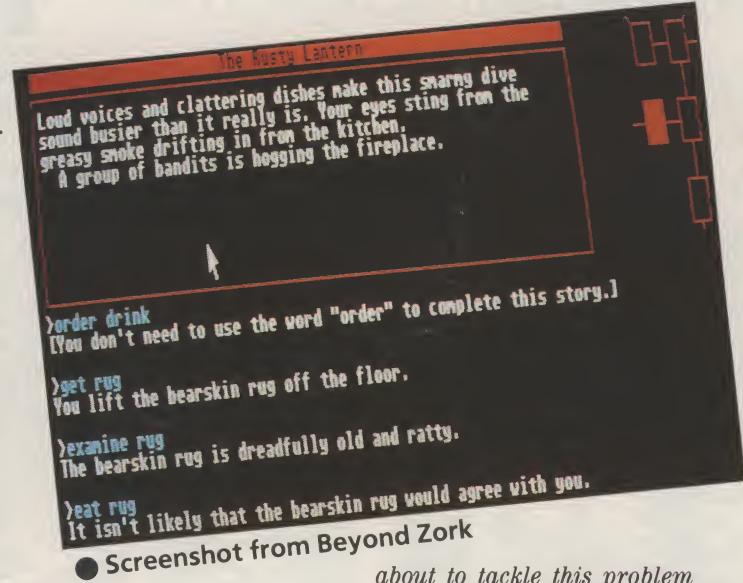
"You'll notice the creepy black spider scuttling across the railings"

fright and disappears - some ghost, huh? Now you can open the safe, which seems a bit unrealistic, but who's complaining? Another ghostly apparition that I had a lot of trouble with at the start of the adventure, is the Young Woman - when you first catch sight of her, she has her back to you, and gives the

read all the scrolls you find, they're not there for nothing! Now you can use those matches to light the fire - but first, you must take the matches out of the box. This makes sense, of course, as it's exactly what you have to do in real life, but it's a bit time-consuming and one of the areas of frustration in the game, along with the constant disc access which has to be endured each time you enter a new location.

Now for some help in Infocom's *Plundered Hearts*. This isn't an adventure that I've had the pleasure of playing, so I shall rely on the expertise of Adrian Thompson of Silsden in West Yorkshire. As well as asking for help in a few adventures, he very kindly passed on a few tips to *Plundered Hearts* along with some other adventures I haven't yet played - and I hope that the postal strike hasn't held up my reply too long, Adrian!

Plundered Hearts: To rescue Father, you need the Garter, Pork and Drops. Press the Island in the Library to get



about to tackle this problem and doesn't want to see the answer yet! - **PUT THE GOBLET AND BUTTERFLY IN THE HURDY-GURDY, CLOSE THE GURDY AND TURN THE DIAL TO THE CLOCK, TURN THE CRANK TO THE LEFT AND FINALLY, OPEN THE GURDY.** As for the Glyph, one is found in the Snowy Clearing, and the other in the little black book - they don't need to be inscribed, you only have to examine them.

Stationfall: To get into the village, find the pass, iron it and then validate it (listen to the tape). Keep the explosives cool. Don't forget to close the door of the spacetruck before you take off.

Finally, *Leisure Suit Larry*: The secret is in the Apple, but you'll have to be tied down first - read the magazine in the store. Give the wino some wine and he'll give you something you'll need.

into the passage - "the program doesn't seem to tell you anywhere that there is an island, and I only discovered it by accident", says Adrian.

In *Beyond Zork*, you can move into another dimension by getting the contents of the Seachest. Search the debris in the lamphouse to find something valuable. Don't go into the

wine cellar without either the Refresh scroll; or the Teleport Wand, otherwise you won't be able to get out. Play the Good Samaritan to the Pterodactyl to gain transport. Clear the snowy tracks to gain a furry friend.

As for your problem with

Play the Good Samaritan to the Pterodactyl to gain transport

the Christmas Tree Monsters and the Glyph, Adrian: as you guessed, you'll need a caterpillar, and that is obtained by first getting the butterfly from the Fields of Frotzen. The full solution is - turn away, anyone who is



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RALLY DRIVER (6)	5
TRACK SUIT MANAGER 2 (2)	6
STEVE DAVIS SNOOKER (RE)	7
YOGI BEAR (RE)	8
BOMB JACK (4)	9
DIZZY (NE)	10

ST/AMIGA	
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BIONIC COMMANDO (AG)	9
PLATOON (AG)	10

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BUGGY ACE (20)	20

SPECTRUM	
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OUT RUN (10)	10

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CIA

Richard Henderson, the Gamesweek operative, dispenses vital information straight from the corridors of power

NICK '88

Welcome once again to the land of International espionage, and mysterious wonderments. What the hell am I talking about? You may wonder... CIA of course, the page with more hints, tips, maps and pokes than any other page in a weekly computer magazine.

How would you like to earn a large amount of dosh? Well you can sell yourself to an Arabian Harem or you can send me your hints and tips. What am I offering? Not £1, not £2, not even £5, but a whopping great, crispy ten pound note!!! Not only that but if your tips (or map, poke, whatever) is so good that it makes the office shake you will get £30, just think 30 pound coins all jingle jangling in your pocket, now I can't say fairer than that.

Get those hints in NOW to: RICHARD HENDERSON, CIA, COMPUTER GAMESWEEK, FOCUS PUBLICATIONS, GREEN-COAT HOUSE, 15 FRANCIS STREET, LONDON SW1P 1DG, or suffer untold consequences...

TIPS

Gauntlet II

Did you know that there is a secret room in this nose-pickingly good game? Or did you know that you can access it? Yes, but how? Well the easiest way is to collect Super Shots. Don't pick them up until you've completely cleared a dungeon then go find the Super Shots and disappear down the exit without firing a single one. You must keep doing this and eventually you will enter the room.

Roadblasters

Here is a small tip that may or may not prove useful. Collect the red fuel globules as well as green. Pick up all of the weapons and avoid the purple cars (I told you it was small).

Streetfighter

Another US Gold tip for your delights. Kick low repeatedly to defeat (de-feet?)

your opponents. I never said that it would be funny!!!

POKES

Roadblasters

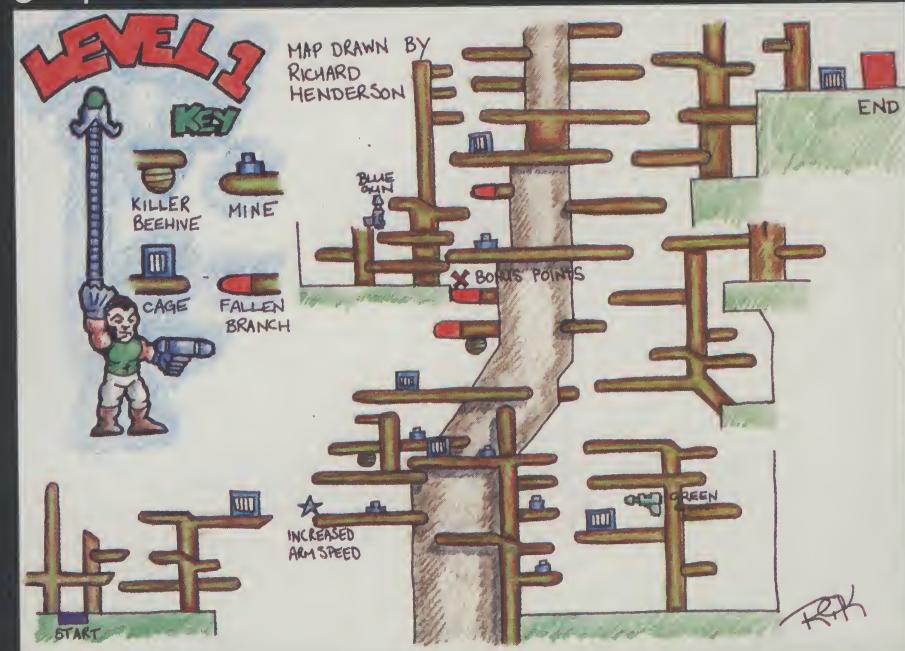
Only one this week (we need your tips!) for the humble Speccy version. Type it in carefully then RUN like hell.

```

10 REM ROADBLASTERS
20 REM HOWDON HACKERS
30 REM INFINITE LIVES, FUEL AND
WEAPONS.
40 CLEAR 29000
50 LET T=697184: LET W=114
60 FOR F=32768 TO 32881
70 READ A: POKE F, A
80 LET T=T-W*A: LET W=W-1
90 NEXT F
100 IF T<>0 THEN STOP
110 LOAD "" CODE
120 RANDOMIZE USR 32768
130 DATA 33, 87, 224, 221, 33, 83
140 DATA 128, 221, 78, 6, 17, 0
150 DATA 117, 67, 237, 176, 34, 34
160 DATA 128, 33, 90, 128, 14, 3
170 DATA 237, 176, 195, 0, 117, 33

```

Map for Bionic Commandos



```

180 DATA 9, 128, 53, 33, 0, 0
190 DATA 32, 225, 33, 249, 232, 17
200 DATA 167, 251, 1, 0, 4, 237
210 DATA 176, 33, 58, 128, 34, 195
220 DATA 254, 195, 170, 254, 205,
25
230 DATA 254, 33, 93, 128, 17, 129
240 DATA 255, 1, 20, 0, 237, 176
250 DATA 62, 195, 50, 165, 254, 33
260 DATA 129, 255, 34, 166, 254,
201
270 DATA 23, 25, 14, 57, 36, 17
280 DATA 195, 29, 128, 175, 50, 174
290 DATA 215, 50, 250, 189, 50, 174
300 DATA 215, 50, 28, 225, 50, 92
310 DATA 225, 195, 96, 178, 72, 72

```

Well that's your lot (apart from the Bionic Commandos map featured elsewhere on this page, level 2 next week) and I will say au revoir until next time...

Oops, by the way, last week there was a proverbial 'cock up'. In Hawkeye instead of typing 'Velsspeler' as quoted, it should be 'Valsspeler' with an a sorry about that.

Just as I was trying to assemble and glue a particularly fiddly undercarriage strut into place on my B-36 Bomber kit (which, incidentally, has four seated crewmen and eighty bombs), the telephone rang. It was the Gamesweek Editor.

"Cobley!" he ranted, "You're into aircraft, I hear."

"Yes, indeed I am," I dutifully replied. "In fact I'm just putting the finishing touches to my B-36 kit as we speak."

"Stop being a complete girlie and listen to me," he interrupted. "I want you to get yourself down to the Farnborough Airshow right now and get us some hot coverage."

With that he rang off, and I didn't even get the chance to tell him about the four seated crewmen and eighty bombs.

David Cobley samples some of the ear-shattering action at the Farnborough Airshow, and also examines its more sinister side.

things are the SWAT teams positioned unobtrusively (like, in broad daylight) throughout the airfield. They are easy to spot, standing legs akimbo in their wicked matt black one piece combat suits and size 22 stormtrooper boots. The SWAT teams are there to guard against terrorism and the such like. Indeed, this year some enterprising party managed to steal from one of the exhibition halls an advanced pilot's helmet which incorporated advanced targeting and "head-up" displays. So



● This was the one they all came to see, the MiG with the BIG engines

Usually I like to throw myself into assignments, so on went the authentic flight jacket from Benettons and the pilots shades, hair was slicked back Tom Cruise style and with a dashing thumbs up I headed for Farnborough.

The shades and flight jacket came off pretty sharpish, I can tell you! The place was packed with pratts wearing exactly the same clothing. What is it with airshow groupies that dictates they all wear corduroy flares, sensible shoes, and about five grand worth of photographic gear? Apart from this the first thing you notice at the Farnborough Airshow is the size of the whole thing. The airfield itself stretches from horizon to horizon, and the traffic jams surrounding it stretch even further!

Once you've struggled inside the show itself, the second most noticeable

much for our vigilant SWAT teams.

Anyway, the first port of call were the Exhibition Halls themselves; vast structures holding hundreds of stands upon which the Aerospace Industry displays its wares, and very interesting they are, too.

Why are they interesting – I'll tell you why – because, they're all completely and utterly violent, that's why! Guns, rockets, missiles, you name it, Farnborough has it. I tried on a helmet from an assault helicopter. The motion of the pilot's head is transferred through the helmet to a huge gun fixed below the cockpit. The gun will follow and point in whichever direction the pilot faces. If looks could kill! In just a few minutes I had blown away two hamburger stands, one bookstall and seventeen passersby.

Forget hammering away at the fire

button on your crappy joystick. This was playing with the big boys!

Among the more delightful products exhibited were cluster bombs and anti-personnel munitions, dropped by aircraft, usually onto runways or more commonly, people. One particular cluster bomb buries itself into the ground and waits until it detects a person approaching, whereupon it pops up and explodes, sending razor sharp metal fragments flying around at groin height. The aim is to maim and injure rather than kill outright. Apparently this is more cost effective. Hooray for British ingenuity.

Another example of socially aware design came in the form of razor wire – "it cuts deeply and internally" said the advertising blurb, and comes in a choice of three designer colours. Just right for the domestic market.

Of course, the visiting public lapped it up. I watched with morbid curiosity at the sight of parents encouraging their young children to take turns sitting behind the gun sight of a 30mm chain gun. "That's right, luv" said the beaming salesmen to a little six year old girl in the firing seat "Now take aim – that's it. Now pull the trigger. Got him! Right, whose next?"

"Me! me!" screamed the kids as they clambered over the gun muzzle.

Laugh? I almost invaded Poland.

The term 'combat proven' was much in evidence this year (as with last year) being liberally plastered over aircraft and equipment that had seen action. Apparently it's a big selling point, and that's basically what Farnborough is all about. It's an international arms market which begrudgingly opens its doors for two days to the public. The Russians, French, Spanish, Italians and just about every country inbetween, comes here to buy or sell in a mad orgy of profit. Over 100,000 million pounds of business was conducted I believe.

A large proportion of the buyers came from the impoverished third world; dictators and military juntas must flock to Farnborough to purchase the weapons they will need to keep themselves in power. You could almost hear the Generalissimo reading out the shopping list to his wife "Now, let's see, dear, we'll have a dozen of those nice anti-insurgency aircraft, ten troop transports, ten thousand bombs and six thousand air to ground rockets. I think that's all. Hey, do we get stamps?"



I decided it was time to repair to the bar with Richard, a friend of mine who works at the Royal Aircraft Establishment (all hush hush) for a bit of a gossip. As we supped our tipples (aren't these expense accounts wonderful) and ogled the platinum rinses of the P.R. women wafting by, it soon became apparent that money is no object at

Farnborough. Most of exhibiting companies had their own 'hospitality' chalets in which they entertained guests with copious amounts of food and drink. Some of these Defence companies have turnovers greater than the Gross National Product of Spain or Greece!



Abandoning a decision to try and crash the **Flight International Chalet**, Richard and I emerged from the bar to witness the flying display, the highlight of any Farnborough Airshow. Our mild state of inebriation helped to dull the howling roar of the big jets, the noisiest of all being perhaps the Russian **MIG 29 Fulcrum** fighter.

This was the plane everyone had come to see, and when it hurtled down the runway the air around us shuddered from the power of its two Turmansky jet engines, it was the equivalent to sticking your head into the bass bin speakers at a Motorhead concert!

My friend Richard had actually met the Russian **MIG** pilot some days earlier. He was walking across the runway when the Russian spotted the 'I love Lenin' T-shirt Richard was wearing, and beckoned him over. "Comrade, comrade," he jubilantly cried. "You come, see my plane, yes?" So in a flash my privileged friend found himself in the cockpit of the Russian super-fighter. Upon enquiring about this prime example of glasnost, Richard replied, "I'll tell you one thing I noticed about him - he had obviously been celebrating."

A sobering thought as our Russian friend hurled his machine over the skies above us, in what turned out to be a very impressive performance. The other Soviet star was the huge **Antonov 124**



- Top: Guns, bombs, rockets, guns, guns and more guns!
- Above: The AN124 Condor – a flying office block

commentary, which we considered to be both witty and lucid, much to the distaste of our fellow bystanders.



When the **AH-64A Apache** assault chopper entered the display, the commentator noted that the pilot flew "a right and highly individual display which concludes with a unique manoeuvre of his own devising". "Yeah, he crashes in a ball of flames!" I retorted. Oh, how we chortled.

In fact, the **Apache** pilot did fly with considerable verve and gave an excellent display - looping and rolling his machine at low altitude, an extremely difficult feat in a helicopter, as **Noel (Mayday! Mayday!) Edmonds** so correctly confirmed in his television commentary.

Not to be outdone by the Russians, the pilot of the American **F-18 Hornet** went ballistic after a very short take off, his fighter climbing vertically like a Saturn V rocket. He then proceeded to demonstrate he had the 'Right Stuff', slamming the **Hornet** into high-G-turns - you could see the air shockwaving from the wings during the tight turns.



● Living on the edge with the Red Arrows

Condor transport plane, which made a 747 look small as it lumbered its whale like form into the air. The commentator at the show wondered why the pilot has left the undercarriage down throughout all its displays.

"It's a design fault," quipped Richard. By now we were conducting our own

After such a teeth jarring display I found myself back, in Tom Cruise Mode with shades and flight jacket!

The **Red Arrows** gave their usual display (e.g. Captain boring), and **Concorde** made a flying visit. Personally I was hoping to see some of the big-engined warbirds flying such as the **Mustang**, **Bearcat**, **P47-D Thunderbolt**, **Corsair**, or my favourite, the **Sea Fury**. I love the sight and sound of these powerful piston engined breed, so much more character than jet aircraft.

Unfortunately, Farnborough isn't really suited to those aircraft, although, as the day drew to a close, the **Battle of Britain** flight was trundled out once more - one **Spitfire**, one **Hurricane** and one **Lancaster** flying in formation. Cue the nostalgic music and watch the old boys swell with patriotic pride as the distinctive sound of those old Merlin engines filled the Hampshire skies. A fitting way to say goodbye to Farnborough and give my poor eardrums a rest.



LETTERS

The Amiga may be the least well-supported of the five major games computers at the moment, but there is no point in you making a hell-bent effort to ignore it. Perhaps it was an exception, but my first issue (31 Aug-6 Sept) contained only one preview and no reviews for the Amiga. There wasn't even an Amiga chart!

I hope your magazine is successful though – there isn't anything else to compete with your factual yet humorous reviews.

Yours.

Neil Aspinall, Broughton-in-Furness, Cumbria.

Ed says: You should have bought OUR first ish. That had an Amiga game on the cover, as did ish 5 (Menace).

We now have a combined ST/Amiga chart.

I was amazed with your first and second issues of *Computer Gamesweek*. For months I have been looking for a weekly computer magazine, but they all seem to be monthly. Anyway, I am sure that all the other issues to come will be just as good. I look forward to reading them.

Yours faithfully.

Stuart Foulds, North Harrow, Middx.

Ed says: The cheque's in the post!

I have bought *Gamesweek* since issue one and I think that it has improved a lot over the last four weeks. The one you were giving out free at the PC Show was easily the best so far. The front cover was a big improvement. Unfortunately, I had already bought my copy before I got to the show. Bah! Still, I'm sure that a lot of people who haven't seen it before, would have been impressed by your mag.

My favourite bit of *Gamesweek* is Up Periscope, because it has such great previews of really good new games.

Yours, looking forward to the next issue.

Roger Clifford, Oxford.

Ed says: You should have got to the show quicker then.

Congratulations on your good new weekly covering my favourite hobby! Yes, I'm a 30 year old computer games freak who is the proud owner of an Atari ST (I've had it 18 months, and I had a Spectrum for five years before that).

I play all sorts of games, and I've probably played everything that's worth playing. I also read most of the computer game press – all the monthly mags – and I used to get PCW weekly.

So I'm delighted to get your bright new "games weekly" (I've got issues 1 and 2 so far) and I wish you every success – eventually you will make the "complacent" monthly mags look "old hat" when it comes to new reviews and previews.

Your various departments are good – so don't try to do too much. Don't water down the quality of the main departments (like Ground Zero, Up Periscope, HQ and Adven-

news has been old stuff. You don't need to use colour on your news pages, black and white and more details is perfectly sufficient.

But to most games players, a good preview (plus pics) of a game is more interesting than mere news – so don't worry too much about general news. You also don't need to cover arcade games, help like hints, tips, pokes, cheats etc., because these things will always be better catered for by the machine specific magazines like Crash, Zzap and ST Action. Although I would like to see Tony Bridge produce some good adventure and R.P.G. help as this subject is very sparsely covered in any other mags. (Perhaps Tony could do an Adventure/R.P.G. help supplement at regular intervals – say four pages every month?)

I look forward to reading all about all the good new Atari ST games (news, previews, reviews) first in future issues of your good weekly. If your good coverage continues I won't need to buy ACE, Games Machine or C & VG mags any more – just your good value weekly.

I will still buy ST Action though, for later but far more detailed reviews, game help and to satisfy my ST Ego!

Keep up the good work!

Best wishes to you and all your team.

M. Enion, Yorkshire.

Ed says: Thanks. The screenshots should be bigger from now on, but I'm afraid that the news pages will stay in colour. Just like every editorial page! If you want to know what a game really looks like this is the mag to read.



ture Bridge) by introducing lots of other sideshows for moaning minorities – forget things like P.B.M., board games, music, graphics, hardware, cartoons – they are all minor frills more suited to mundane monthly mags.

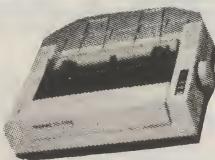
Don't be distracted! Concentrate on THE MAIN REASON why people will buy your mag – the news, previews and reviews of the Games. Everything else is secondary!

And there's much scope for you to improve the quality of your games coverage – you need more, bigger screenshots of each game.

The screenshots in Up Periscope in issue 2 were excellent – big and clear. And Up Periscope is very impressive with great exclusive previews. Your general news pages are adequate, but so far most of the

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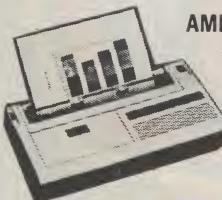
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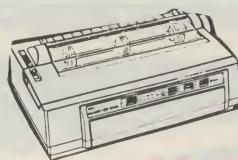
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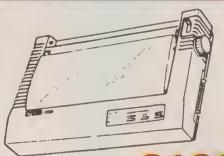
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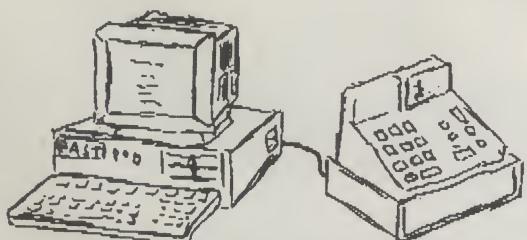
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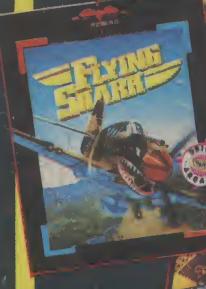
THE ARCADE COMPILATION OF THE YEAR

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RASTAN The Warrior King. Lands that produce men of legend, dragon slayers, lie in his shadow — guardians of evil fear his fire spewing sword, the axe he wields as swift as lightning. State of the art programming makes a true simulation of the Arcade for your home micro, enjoy superb graphics and realistic action as RASTAN takes on a world of dangers — magical wizards, fire breathing lions, bats, snakes, skeletons and finally the living dead. Is it more than you can handle?



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SLAP FIGHT You are the pilot of the Slapfighter and must destroy the evil alien swarms which confront you, wave after deadly wave on the ever hostile planet of Orac. To aid you in your challenge collect icons and substantially increase your fire power and speed. Superb graphics and split second timing give this game an addictive edge.



© TAITO CORP, 1988

RENEGADE REBEL WITHOUT A CAUSE? In the knife-edge world of the vigilante there is no place to rest, no time to think — but look sharp — there is always time to die! From the city subways to the gangland ghettos you will always encounter the disciples of evil who's mission it is to exterminate the only man on earth who dares to throw down the gauntlet on their path — the Renegade. PLAY RENEGADE...PLAY MEAN!



© TAITO CORP, 1987

ARKANOID The era and time of this story is unknown. After the mothership "Arkanoid" was destroyed, a spacecraft "Vaus" scrambled away, only to be trapped in the void... You control the Vaus and have to penetrate 52 levels and then confront the "Dimension Changer" whom you must destroy in order to reverse time and resurrect the "Arkanoid". Frantic action and split second timing combine to produce the most addictive and compulsive game.



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FLYING SHARK HOT FROM THE ARCADES. Flying Shark is the definitive conversion of this shoot-em-up, chart-topping classic hit from Taito. Develop your strategy as you face swarms of enemy planes, tanks, gun emplacements and a host of sea-borne craft as you bomb, blast and battle your way into arcade history.



© TAITO CORP, 1986.

ARKANOID REVENGE OF DOH. Eons have passed...yet despite apparent annihilation in the original ARKANOID game, Dimension-controlling force "DOH" has come back to life, and occupying the huge space-craft ZARG, has entered our Universe. ARKANOID type space-fighter MIXTEC runs through long forgotten computer data until it finds the answer to his threat... "VAUS 2" is launched and speeds towards the threatening alien presence, before it can extract its revenge... "The Revenge of DOH"



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BUBBLE BOBBLE TAITO'S NO 1 ARCADE HIT IS HERE! Meet Bob and Bob, two of the busiest beaties you ever saw, as they battle their way across 100 levels of controlled chaos in search of their girlfriends (ahhh!). Jump around picking up goodies and secret weapons as you seek to outsmart your enemies, but beware...hang around too long and you'll face Baron von Blubba, from whom there's no escape!



© TAITO CORP.

LEGEND OF KAGE Legend has it that long ago in Japan the beautiful Princess Kiri was kidnapped by the evil Dragon King, and Kage, a young ninja who was walking with her in the forest at the time, was given the formidable task of rescuing her. You must help Kage in his quest through the forest to the Dragon King's palace, gain entrance, find Kiri and take her to safety, while avoiding the Dragon King's ninja guards.

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